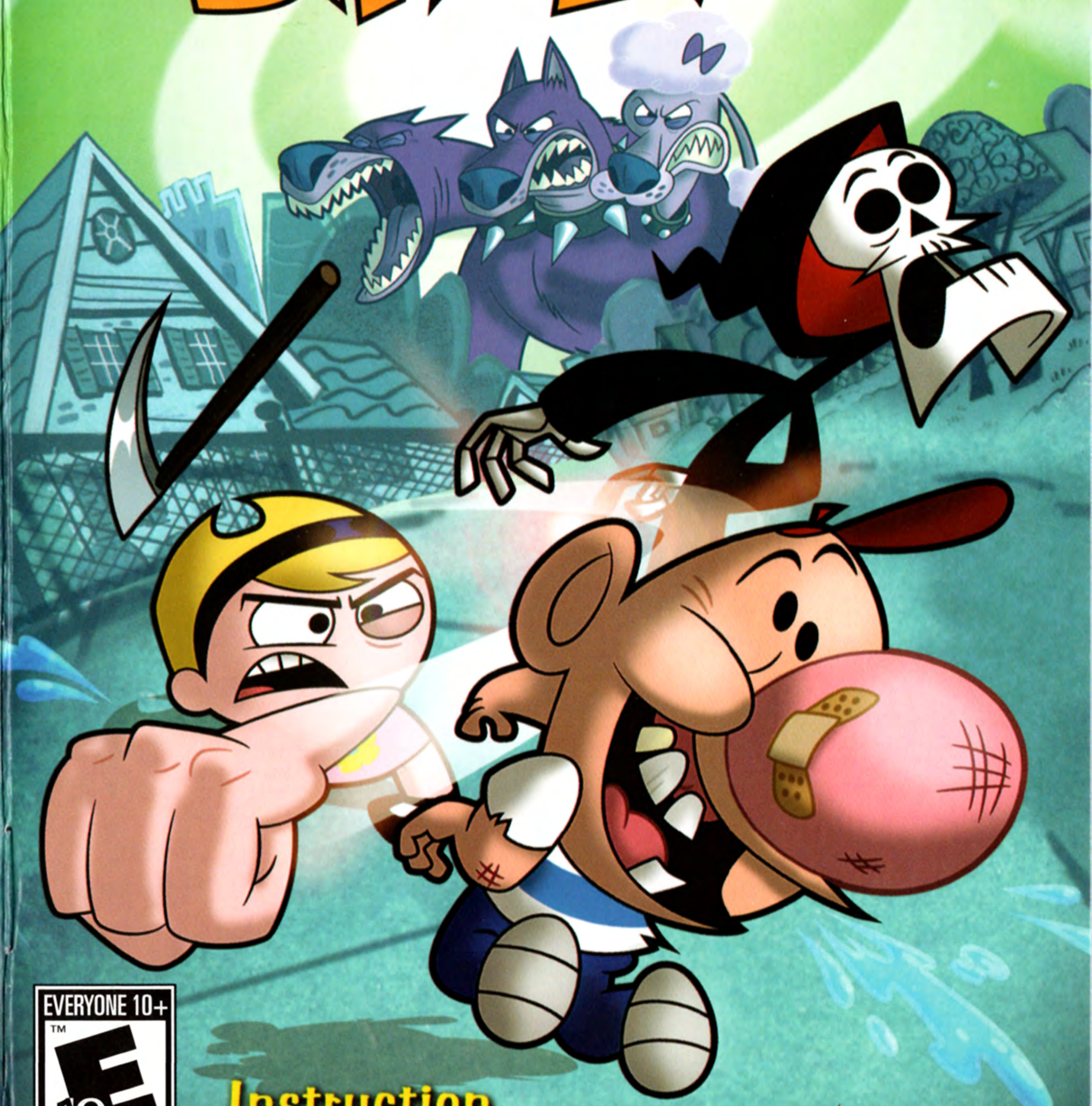
The Grim Adventures of Billy & Mandy™



EVERYONE 10+

TM

10+

CONTENT RATED BY ESRB

Instruction Booklet

MIDWAY

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- **This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.**
- **Do not bend it, crush it or submerge it in liquids.**
- **Do not leave it in direct sunlight or near a radiator or other source of heat.**
- **Be sure to take an occasional rest break during extended play.**
- **Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.**

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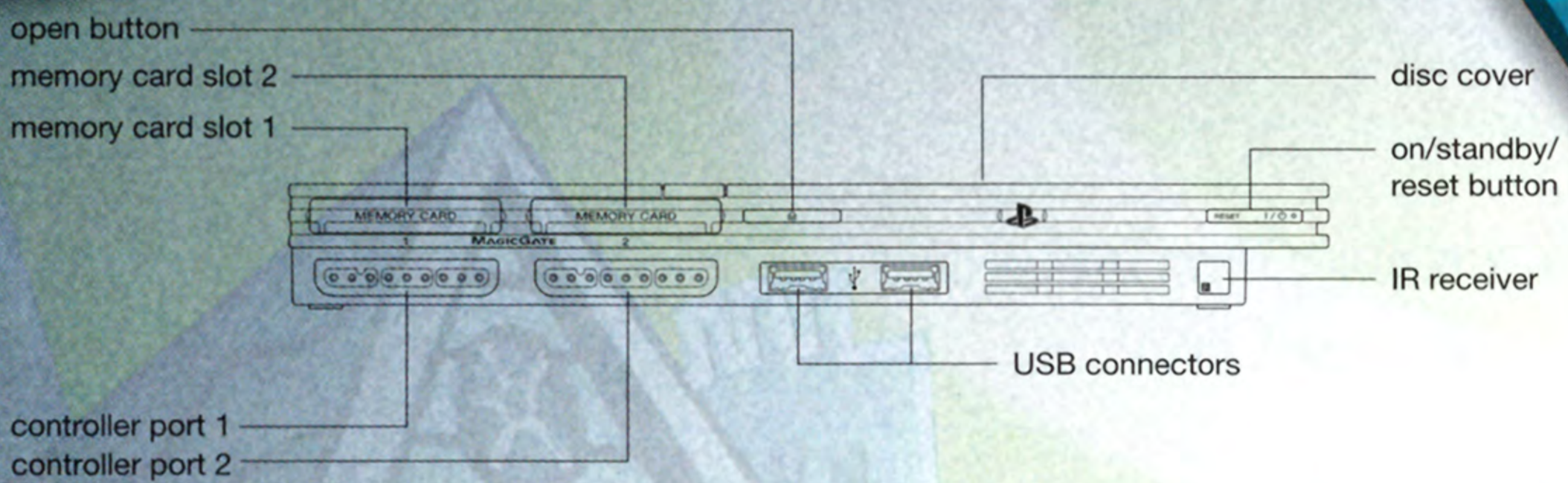
GETTING STARTED

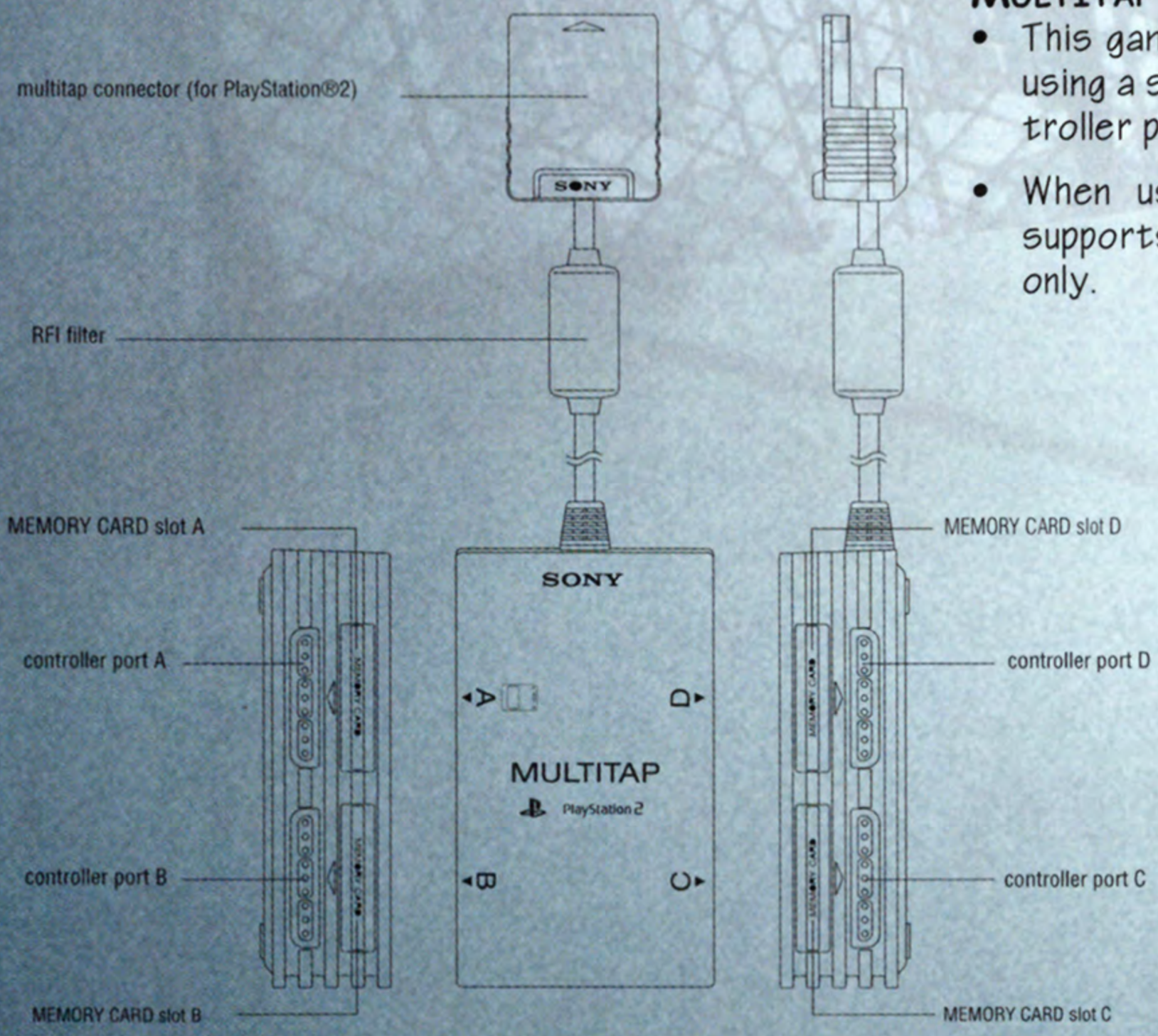


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned **ON**. Press the **RESET** button.

When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the "**THE GRIM ADVENTURES OF BILLY & MANDY**" disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Multitap (for PlayStation®2) Compatible

Multitap (for PlayStation®2)

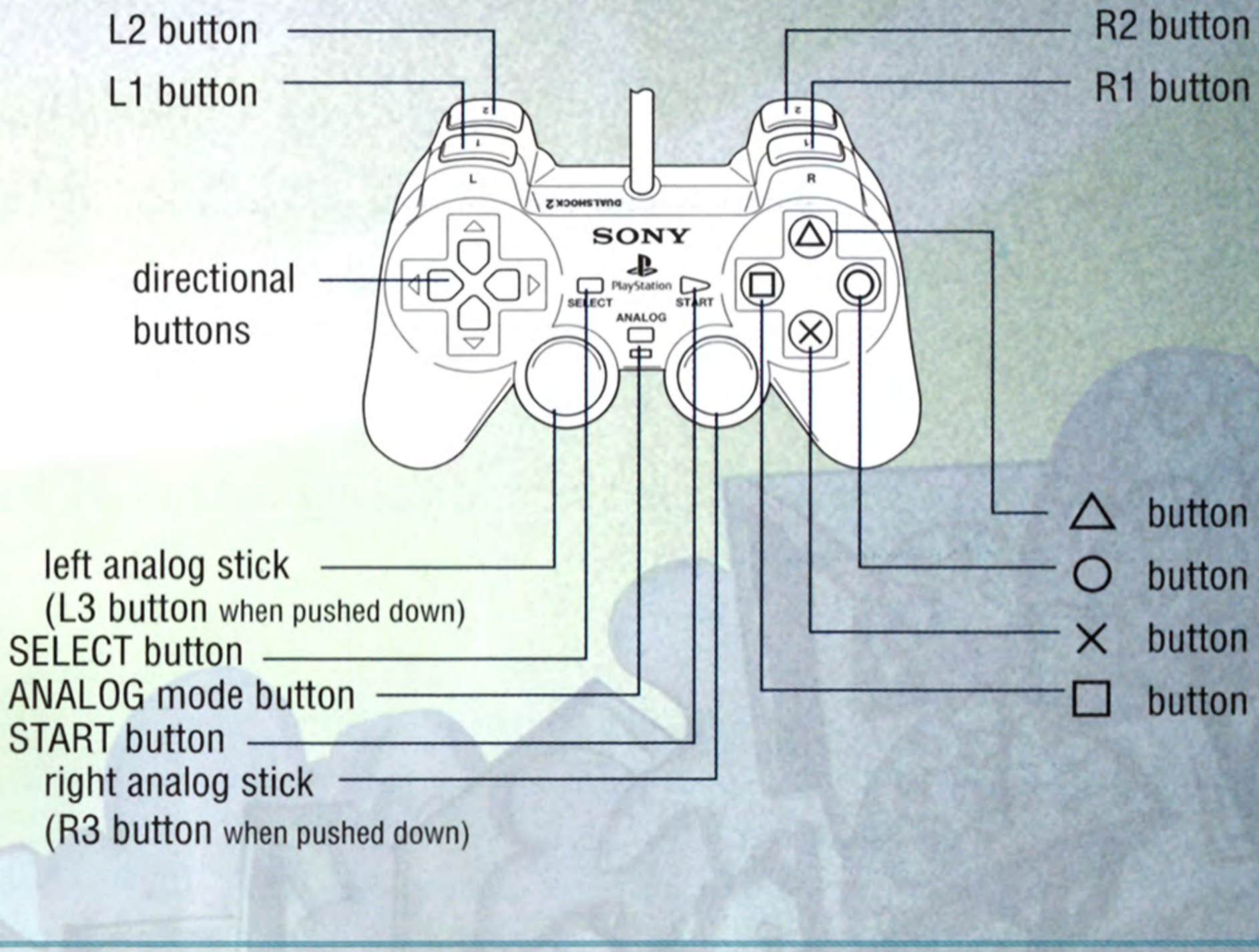


MULTITAP NOTES:

- This game supports up to four players using a single multitap plugged into controller port 1 only.
- When using the multitap, the game supports Memory Card Slot 1 or 1A only.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



This game does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

MENU/SUB-MENU NAVIGATION

Throughout this manual, ⬆, ⬇, ⬅ and ➡ will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (⬆, ⬇, ⬅ or ➡) to highlight a selection.

QUITTING A GAME IN PROGRESS

During the game, press the START button to display the Pause Menu. Press the directional buttons ⬆ or ⬇ to select **QUIT GAME**, then press the ⊗ button. Highlight **YES** and press the ⊗ button again to go to the Main Menu.

AUTO LOAD SAVED DATA

Upon boot-up, this game uses an Auto Load Feature. The game will automatically load save game data from the memory card (8MB) (for PlayStation®2) if you have a memory card inserted in MEMORY CARD slot 1. If you wish to load save data, reset the console with your memory card inserted.

THE STORY

Grim, Billy, Mandy, and Irwin discover that Grim's chest has been raided. Mojo Balls have been released into the world, causing strange magical effects and infecting people with rage. Random fights have broken out everywhere.

The four decide to track down the thief, chasing a trail of battles and chicken feathers.

MAIN CHARACTERS

When starting Story Mode, you can choose one of four different main characters. In order to unlock more characters, you must finish Story Mode. Even more characters can be unlocked if you finish all of the Missions. **NOTE**: You can choose up to eight available characters in VS MODE.

Grim

DESCRIPTION: Forced to be Billy and Mandy's friend forever, Grim relishes any chance to use his scythe to slice at his opponents.

DEFAULT WEAPON: Scythe

MOJO MELTDOWN: Laughing with glee, Grim uses his scythe to open a portal causing his opponents to be sucked in and decimated.

Billy

DESCRIPTION: Billy swings his mallet with abandon and joy.

DEFAULT WEAPON: Wooden Mallet

MOJO MELTDOWN: Billy leaps up into the air, he lifts his legs and lets loose an enormous fart. It explodes like a bomb and lights opponents on fire.

Mandy

DESCRIPTION: Mandy fights with stoic determination. She's the only character to use her bare hands in combat.

DEFAULT WEAPON: Bare Hands

MOJO MELTDOWN: Mandy floats upwards, shining out bright beams of light as she tears the fabric of the universe with her smile. Ultimately, she incinerates opponents.

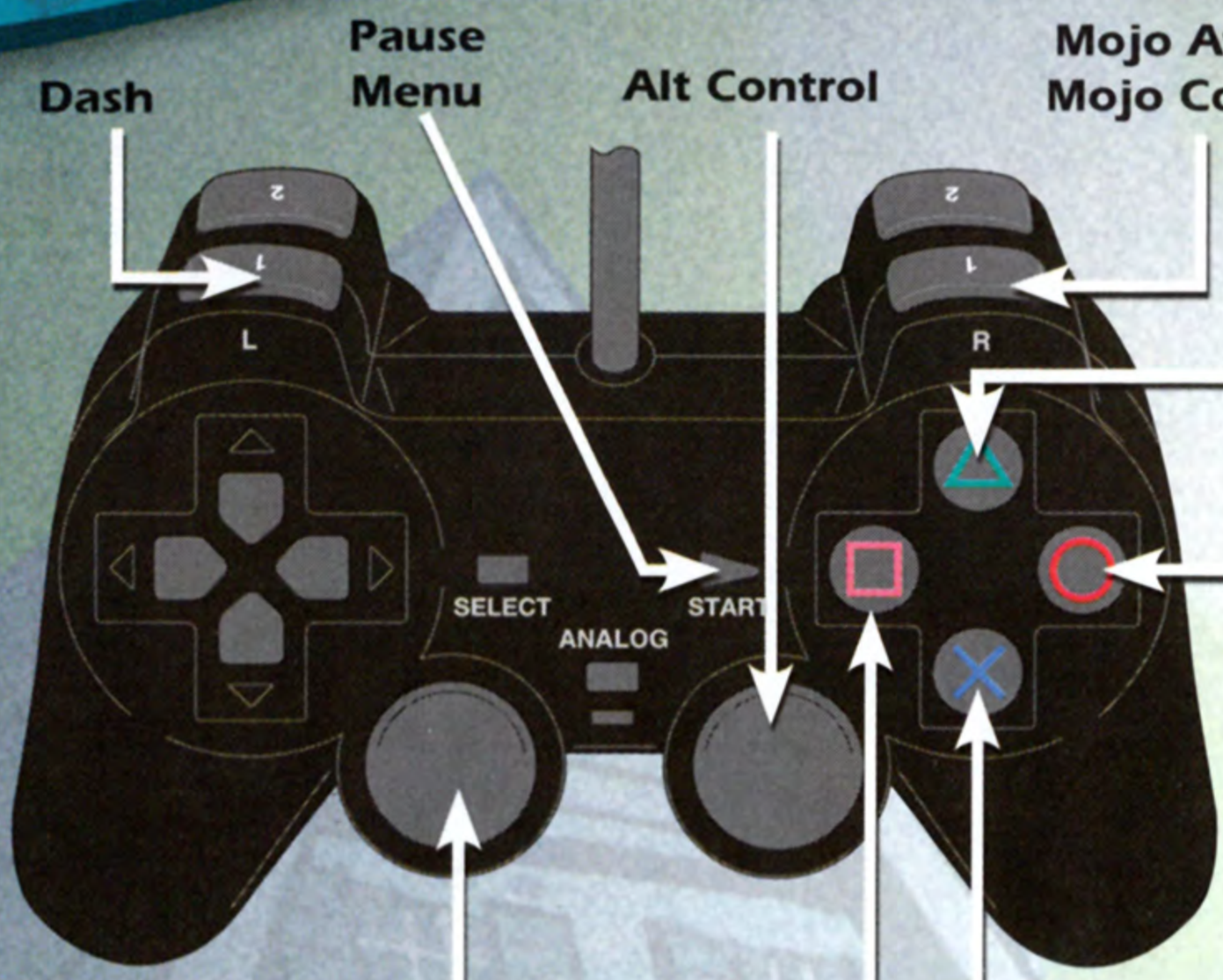
Irwin

DESCRIPTION: Irwin's clumsiness in handling his giant textbook turns him into a formidable opponent.

DEFAULT WEAPON: Spell Book and Backpack.

MOJO MELTDOWN: Irwin reads from his spell book, but he messes it up with an ill-placed "Yo", lighting the book on fire. He spins out of control in the air like a giant, spiraling rocket of flame. His opponents are scorched and fall into piles of ash.

CONTROLS



Jump

All characters can perform a Double Jump by pressing the ⊗ button twice while still in the air, providing greater control and maneuverability.

Light Hit

You can perform a Light Hit by pressing the ■ button. This button also initiates a 4-hit combo if pressed successively.

Hard Hit

Use the △ button to execute a Hard Hit and cause extensive damage to your enemies. Hard hits take longer to perform and can be interrupted by a light hit from your opponents.

Pick Up/Drop/Activate

The ● button is used to pick up/drop objects and characters. Once you pick up a weapon or throwable object, press either Attack button to use or throw that object. Pressing the ● button will allow you to mount and dismount Turrets.

Dash attack

Dashes allow you to quickly close the distance between you and opponents or items. Remember, the recovery time can leave you exposed to counterattack.

To Dash, press the L1 button while facing the direction you want to go. At any point during the Dash animation, you can attack by hitting either the Light or Hard attack buttons. After successfully performing a dash attack you can combine it with either a light or hard hit to perform a dash attack combo.

Alt Control

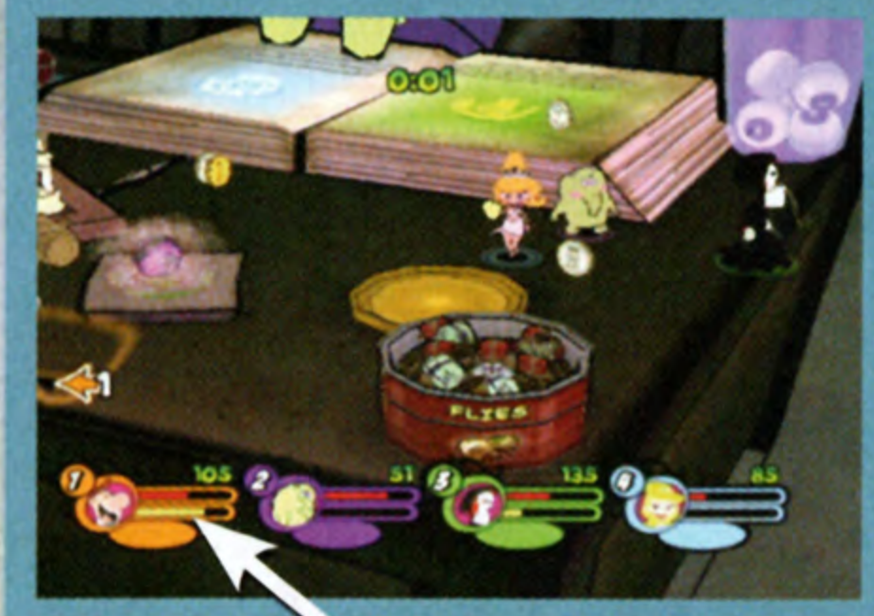
This is used when an opponent has been hit with the Mind Control Gun (control their movement, then click in R2 button to make them jump).

You can also use it when firing the Worm Cannon (steer the projectile with the right analog stick, then click in R2 button to activate the explosion).

CONTROLS

Mojo Attacks

As players collect Mojo balls throughout the game, they build up their Mojo Meter. This bar can fill up twice, allowing them to either unleash a **MOJO SMACKDOWN** with one full bar, or a **MOJO MELTDOWN** with the bar filled twice.



Mojo Ball

Mojo Smackdown

The **MOJO SMACKDOWN** is a devastating attack against a single opponent. The player must be close enough to an opponent to pull off the attack, otherwise the attack fizzles and they lose a small portion of their Mojo supply. When performed correctly, the character executes a huge string of attacks against the enemy, scoring multiple hits as they rise in the air.

Mojo Meltdown

The **MOJO MELTDOWN** can only be performed once the player has filled their Mojo Meter twice (x2). This attack is extremely powerful. The Mojo Meltdown automatically takes a life from each opponent and destroys any NPCs (non-playable characters) on-screen.

Mojo Counterattack

If you perform a Mojo Smackdown and your opponent has a level one Mojo Meter, he can perform a Mojo Counterattack by pressing the R1 button. When a Mojo Counterattack is used, both players will lose their level one Mojo Meter.

MAIN MENU

GAME MODES

Tutorial

THE GRIM ADVENTURES OF BILLY & MANDY includes an informative Tutorial that will allow you to become familiar with the game. As you play, on-screen instructions will provide information on game controls and character moves.

Story Mode

Story Mode is a single player game that takes you through a series of melee battles when traveling through a variety of the arenas. This mode culminates in a fight with the Brain-Eating Meteor. Cinematics will guide you through the story, and you can earn a costume for each character as you progress.

VS Mode

VS Mode is a multiplayer combat mode that allows up to four playable characters in battle. You can customize many of the parameters in VS Mode, including number of players, opponents, arenas and weapons.

BATTLE SETUP

Before you can begin, you'll need to choose a **BATTLE MODE**, **LEVEL** and **STAGE**. Press the directional buttons ⬆ or ⬇ to scroll through the various options, then press the ⊗ button to make a selection. Descriptions appear to the right as you highlight the options.

VS MODE OPTIONS

While on the Battle Setup Screen, press the ▣ button to view the VS Mode Options. At the Options Menu, Press the directional buttons ⬆ or ⬇ to highlight an option, then press ⬅ or ➡ to make adjustments to the following options:

LIVES
You can set the number of Lives (1 to 10) each player will have.

BATTLE PARAMETERS
Choose **FINAL ELIMINATION**, **MASSIVE MOJO** or **OFF**. For more information on Battle Parameters, see the Extras option at the Main Menu.

NPCS
Enable or Disable the presence of NPCs (non-playable characters).

FRIENDLY FIRE
If you're playing a Cooperative game, you can choose whether you and your teammate can cause damage to one another.

WEAPON SETS
Choose specific Weapon Sets for the battle. For more information on Weapon Sets, see the Extras option at the Main Menu.

TIME LIMIT
Choose a specific Time Limit for your battle.

FLAGS
Choose the amount of captured Flags that are required to win.

POINTS
Choose the amount of points it takes to win.

TAG TIMER
Set a time limit for your Tag game.

MAIN MENU

Mission Mode

Mission mode consists of a series of missions that can be played by a single-player or cooperatively. Missions are divided into five tiers consisting of nine challenges each. Each mission provides the player with a specific goal and reward.

While some missions can only be played by a single player, the majority can be played cooperatively. Players may be asked to survive an onslaught of 50 clowns or win a game of "Hold the Points."

Character Selection

At the Character Selection Screen, press the directional buttons ⬆, ⬇, ⬅ or ➡ to highlight a character, then press the ⊗ button to select. Once a character is selected, press the directional buttons ⬅ or ➡ to set a team color.

Press the directional buttons ⬆ or ⬇ to access the **Handicap** option, then press the directional buttons ⬅ or ➡ to set a skill level that best fits your abilities (**Beginner**, **Novice**, **Normal**, **Advanced** or **Expert**). Once you've determined your team color and handicap, press the ⊗ button to accept the changes.

Up to four human players can choose a character. If there are less than four human players, you can choose a 2nd, 3rd or 4th CPU player to fill out the four selections.

Notes

- Horde characters can't be played in Skull Keeper and Bask-Eye-Ball Battle Modes.
- Characters that have a "Lock" icon over them are not immediately available. They'll need to be unlocked before you can select them. You can unlock these players as you progress through the game.

Remember: Players that share the same color will be teammates. When each player chooses a different color, there will be no teams.

Missions are divided into five Tiers of nine Missions. The ninth mission in each Tier is locked until the first eight have been completed. Once five of the nine missions have been completed in a Tier, the next Tier is unlocked.

Random Character Select

In Story, VS mode or Mission mode, selecting the green "?" to the lower right will choose a random character for you.

MAIN MENU

OPTIONS

At the Options Menu, press the directional buttons ⬆ or ⬇ to highlight an option, then press ⬅ or ➡ to make adjustments to the following options:

Difficulty

Choose from five settings: **EASIEST**, **EASY**, **NORMAL**, **HARD** or **HARDEST**.

Autosave

THE GRIM ADVENTURES OF BILLY & MANDY will automatically save your game progress when this option is ON. While saving to the memory card, you will be prompted on-screen. Do not remove the memory card or turn off your PlayStation®2 computer entertainment system while saving.

NOTE: This game creates only one save per memory card. It saves all unlocked items, but no progress through Story Mode is saved. The game saves progress following the completion of Story Mode and after each mission in Mission Mode. Stats are saved after each VS. Battle..

Vibration

Turn your controller's Vibration feature **ON** or **OFF**.

Music, Voice, Sound FX, Cinema

Adjust the volume levels for these sound options.

Sound Mode

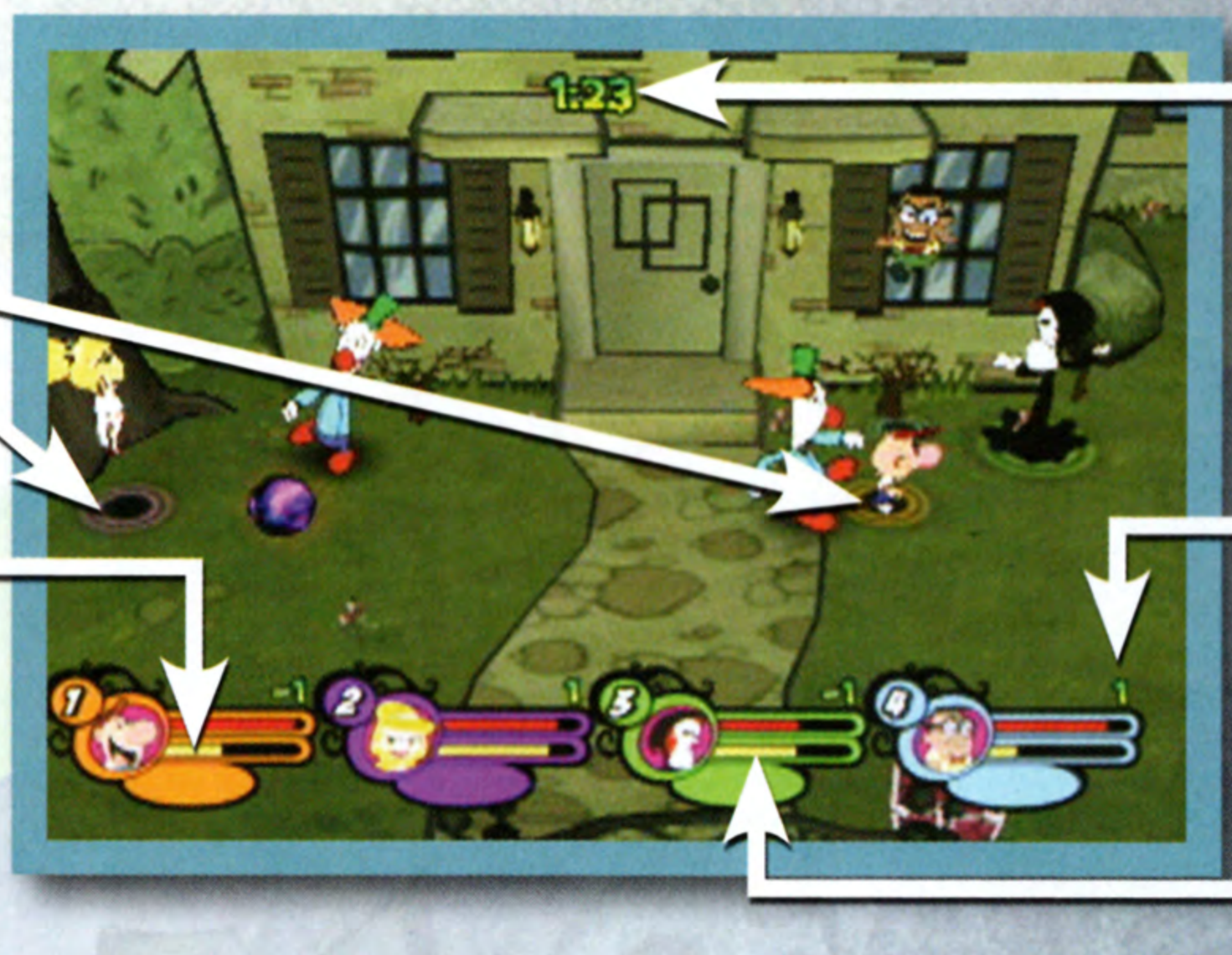
The game includes three Sound Modes to choose from: **DOLBY PRO LOGIC II**, **MONO** or **STEREO**.

EXTRAS

Highlight an option, then press the ⊗ button to select one of the many Extras included in the game. Once selected, press the directional buttons ⬅ or ➡ to view **CONCEPT ART**, **CHARACTER BIOGRAPHIES**, **BATTLE PARAMETERS**, **BATTLE MODES**, **WEAPON SETS**, **ITEMS** and game **CREDITS**.

Selected items that display a "lock" are items that will need to be unlocked as you progress in the game. As you unlock items, you will be prompted. At that point, you can go to the Extras menu and view any unlocked items.

THE HUD



1. PLAYER INDICATORS

Colored circles appear beneath the characters' feet. The colors, chosen at the Character Selection Screen, represent the players' team.

2. TIMER

Certain goals or battle parameters require a task to be accomplished within a set amount of time. In these situations, a count-down timer appears at the top of the screen.

3. SCORE

Certain goals require a score to be kept. The score can either be kept as a large number at the top of the screen, or as four values, located above the player icons at the bottom of the screen.

4. MOJO METER

As you pick up purple Mojo Balls, your Mojo Meter builds. When it fills up completely, it will flash (and sometimes display "x2"). At this point, you can press the **R1** button to perform a Mojo Meltdown.

5. HEALTH

As you take on damage, your Health Meter diminishes. Once it diminishes all the way, you're knocked out.

LEVEL PROGRESSION INDICATORS *(Not Displayed Above)*

In the moments before a level transition, a blinking arrow indicates the recommended escape route for all players. If players don't escape in time, they will lose health.

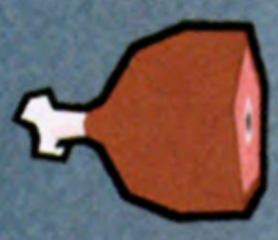
POWER UPS

POWER UPS

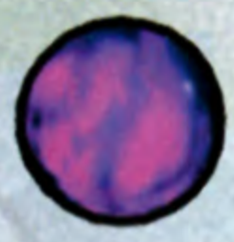
You can grab a Power Up to restore life. There are several types of health power ups, mostly resembling hunks of meat.

Aunt Kali's Cookies
A tasty treat that acts as a random effect Power Up (increases health & mojo).

Atomic Frenzy Cake
Speed Boost.



Ham on Bone
Heals a small amount of damage.



Mojo Ball
Powers up the Mojo Meter, allowing a character to pull off their special attacks.

Pie
Heals a significant amount of damage.

Chicken
Completely replenishes health.

WEAPONS

ONE-HANDED MELEE WEAPONS

Mojo Mace
Players struck with this mace will lose Mojo Balls as long as they have energy stored in their Mojo Meter.

Toadblatt's Wand
Turns an opponent into a toad for a limited amount of time. Players take more damage while in toad form.

TWO-HANDED MELEE WEAPONS

Halberd
A medieval weapon with outstanding reach.

Black Knight's Sword
Life-stealing effects.

Meat Bone
A knock to the noggin will temporarily stun any opponent.

Thor's Hammer
When Thor's Hammer impacts other players and / or the environment, an electrical area effect is released.

Spiked Club
With each hit, this weapon inflicts massive damage to your enemies.

WEAPONS

RANGED WEAPONS

Brain-Sucking Gun

This short range ranged weapon incapacitates opponents by stealing their brain.

Conqueror Worm Gun

This shoots a grub worm that explodes on contact. Once fired, you can steer the worm with the right analog stick (see **ALT CONTROL**, pg. 6).

Flamethrower

The Flamethrower shoots a cone of flames.

Goo Cannon 9000

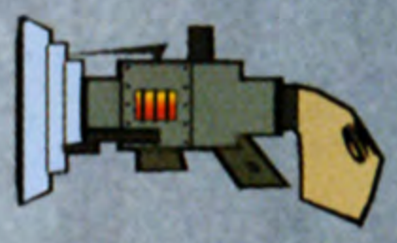
This fires purple globules that damage and slow players.

Freeze Ray

This freezes enemies solid. If your character is frozen, press the ● button successively to escape.

Mind Control Gun

This takes over enemy players. Controlled players are controlled by using the right analog stick. Press the R2 button to make your victim jump.



Pane-O-Glass Gun

This high-tech gun shoots panes of glass at your enemies.

Scythe 2.0

This bad boy may look like a melee weapon, but it fires devastating lasers.

Vacuum

This heavy-duty vacuum sucks enemies up and then shoots them out with destructive force.

THROWABLE WEAPONS

Many environments contain throwable items and objects for the characters to pick up and throw at their enemies. These objects are separate from ordinary items spawning from chests because they exist in the environment. They don't rotate, and they always re-spawn at the same location.

Beehive Bomb

This beehive will explode moments after a player throws it. When it explodes bees will swarm and attack any characters that are nearby.

Ice Cream Cart

Enemies are frozen solid when hit with the ice cream cart. If you're frozen, press the ● button successively to escape.

Pandora's Lunch Box

This object will explode on impact when thrown.

Bomb

The bomb will explode a short time after appearing. Stay away from it, or quickly pick it up and throw it at your enemies.

CREDITS

Developed by High Voltage

TEAM MANAGEMENT

Producer	Tim Shymkus
Lead Programmer	Mike Henry
Lead Designer	Sean Riley
Lead Audio Engineer	Tim Stasica

CORE TEAM

Programming	Jason Petersohn & Frank Lee Wilson
Art	Darin Beaver, Andrew Cheng, Bill Eng, Mike Means & Angel Ruiz
Design	Josh Bear, Patrick Drobotij & Jennifer L. Fassett
Audio - Video	Enrique Conty, Dave Lapekas & Tim Schlie
UI	David Perea & Benjamin Savage
Additional Contribution	Rich Bernal, Steve Caywood, Brandon Ford, Tony Goodwin, Geoff Haines, Greg Kopina, Derek Mabson & Roosevelt Pitman

EXECUTIVE MANAGEMENT

CEO/Founder	Kerry J. Ganofsky
Chief Creative Officer	Eric Nofsinger
President	John W. Kopecky
Creative Content Director	Matt Corso
Software Development Director	Dan Kaufman
A/V Director	Duncan McPherson
UI Development Lead	Chad Mirshak
QA Department Lead	Mick Pack
Chief Information Officer	Raymond E. Bailey
Office Manager & Human Resources	Maggie Bohlen
IT	Mark McNeil & John Sippy

QA

Lead Tester	Keith Hladik
Testers	Pete Hassett & Erik Laws
Play Testers	Martin, Abbey, Brendan, Hunter, Spencer, Brandan, Nick, Sean, Daniel, Corey, Keion, Calvin, Grace, Joey, Ryan, Franky & Tim

SPECIAL THANKS

Brian Bilicki, Cedric Busse, Cef Grima, Joe Hamell, Andrew Hura, Ryan Lord, Rod Love, Nick Muntean, Caitlin Oliver, Bob Rissetto & Mike Wilford

FRIENDS & FAMILY

Amanda Henry; Ron & Pat Henry; Sterling Williams; Max Roahrig; Chuck & Sherry Bear; Liz Hum; Nadja Beaver; Brian, Marianne, & Molly; Kelly Little; Laura, Sydney & Mia

Midway Home Entertainment

Executive Producer	Jim Molitor
Producer	Nico Bihary
Associate Producer	Jaime Bencia
Development Director	Trevor Snowden
Technical Director	Mark Allen
Art Director	Billy Tiller
Audio Director	Alexander Brandon
Animation Director	Jimmy Almeida
QA Director	Paul Sterngold
QA Manager	Malcolm Scott
QA Supervisors	Brien Atangan & Adam Jones
QA Lead Analysts	Ronald Salleza & Steven Scott
Quality Assurance Analysts	Saleem Crawford & Jeff Stephenson
Technical Standards Analysts	Jennifer Johnson, Josh Palmer & Ina Yamaguchi

CREDITS

CREATIVE SERVICES

Ryan Braman, Michael Crawford, Rigoberto Cortes, Stefano Dalu, Gary Gonzales, Rare Macapayag, Jon Mongelluzzo, Sally Nichols, Jack O'Neall, Billy O'Neil, Matt Schiel, Chris Skrundz, BethAnn Smukowski, Dimitrios Tianis, James Vogel, Ron White, Yvonne White-Baptista, Christa Woss & Larry Wotman

MARKETING & PR

SVP, Marketing & Chief Marketing Officer	Steve Allison
VP, Marketing	Mona Hamilton
Marketing Director	Tom McClure
VP of Media Relations	Reilly Brennan
Media Relations Manager	Sarah Moschea
Product Manager	Katie Ahrenhoersterbaeumer
Channel Marketing Director	Greg Mucha
Channel Marketing Manager	Jill Kogut

SPECIAL THANKS

David Zucker, Matt Booty, Samuel Peterson, Ki Wolf-Smith, Steve Crane, Nicole Garcia, Drew Rydberg, Carly Yandell, Michael Gottlieb, Rob Gustafson, Lee Jacobson & Peter Briones

RelQ

Test Lead	Sujith S
Support Lead Test	Renjith R S
Program Manager	Naveen N Belavadi
GameQ Delivery Manager	S Venugopal
US Sales Lead	Vinay Raina
Test Engineers	Prathibha, Sharath, Kavitha, Santosh Kumar, Sri Vidya & Savitha
SQA	Pavan Kumar

Cartoon Network

Creator	Maxwell Atoms
Director	Chelsea Reeves
Producer	Heather Hazen
Assistant Producer	Phil Bolus
Art Director	Rick Blanco
Senior Designer	Jason Wright

VOICE TALENT

Grey Delisle (Female)	Mandy
Richard Horvitz	Billy & Mogar
Greg Eagles	Grim
Debi Derryberry	Nergal Jr.
Fred Willard	Boogeyman
Rachael Macfarlane	Eris
Diedrich Bader	Hoss
Armin Shimerman	Skarr
Vanessa Marshall	Irwin
Henry Gibson	Lord Pain
Phil Lamarr	Dracula
C.H. Greenblatt	Fred Fredburger
Maurice Lamarche	Jack O Lantern
Martin Jarvis	Nergal

and Weird Al Yankovic as the Announcer

SPECIAL THANKS

John Friend, SVP Cartoon Network Enterprises & Christina Miller, VP Cartoon Network Enterprises

MIDWAY

Ed, Edd n Eddy™

THE MIS-EDVENTURES

AVAILABLE NOW

CARTOON NETWORK interactive

EVERYONE

E

CONTENT RATED BY ESRB

Cartoon Violence
Crude Humor

PlayStation 2

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(s05)
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Mdway Home Entertainment Inc.
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6755 Mira Mesa Blvd., Suite 123-155
San Diego, Ca 92121

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HAPPY FEET™

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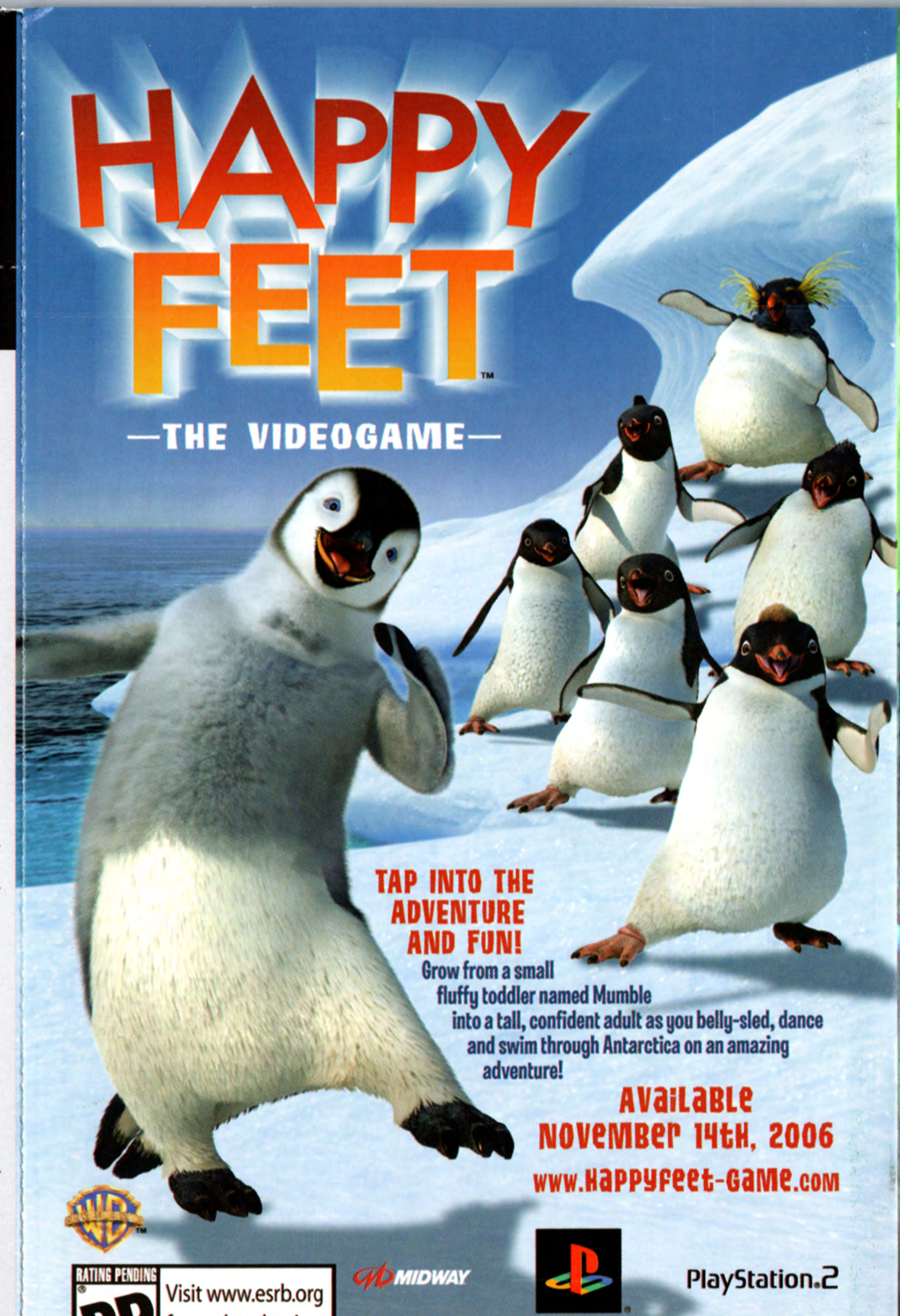

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PlayStation.2

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